26. (Twice Amended) A gaming machine, comprising:

a processor for randomly selecting one of a plurality of outcomes of said gaming machine in response to a wager amount, said processor monitoring time signals from a clock;

a display for displaying thematic game artwork for a wagering game; and

a memory device coupled to said processor and storing at least two data sets for producing at least two different types of said thematic game artwork, said processor automatically selecting one of said at least two data sets primarily in response to said processor monitoring a time signal corresponding to a predetermined time.

29. The gaming machine of claim 26, wherein said display is selected from the group consisting of dot matrix, CRT, LED, LCD, and electro-luminescent displays.

30. (Twice Amended) The gaming machine of claim 26, wherein one of said at least two different types of thematic game artwork has a standard motif, and another of said at least two different types of thematic game artwork has a holiday motif.

31. The gaming machine of claim 26, further including an audio speaker for broadcasting audio elements, said memory device storing at least two audio data sets for producing at least two different types of audio elements, said processor selecting one of said at least two audio data sets in response to said processor monitoring said time signal.

32. (Twice Amended) The gaming machine of claim 26, wherein said thematic game artwork is associated with said plurality of outcomes.

33. (Twice Amended) The gaming machine of claim 26, wherein said thematic game artwork is unassociated with said plurality of outcomes.

34.   The gaming machine of claim 26, wherein said predetermined time is at least one day in a calendar year, said at least one day being a holiday.

35.   The gaming machine of claim 34, wherein said holiday is selected from a group consisting of Valentine's Day, St. Patrick's Day, Mardi Gras, Easter, the 4th of July, Halloween, Thanksgiving, Christmas, New Year's Eve, and New Year's Day.

36.   The gaming machine of claim 34, wherein said at least one day further includes at least one day before and after said holiday.

37.   (Twice Amended) The gaming machine of claim 26, wherein said thematic game artwork includes characters.

38.   The gaming machine of claim 37, wherein said characters are animated.

39.   The gaming machine of claim 26, wherein said clock is internal to said processor.

46.   (Twice Amended) A method of operating a gaming machine, comprising:
        displaying, on a video display, standard game artwork for a wagering game, the standard game artwork having a first theme;
        monitoring real time;
        automatically displaying, on the video display, modified game artwork in response to said real time being a predetermined time, said modified game artwork have a second theme different from the first theme, the second theme being indicative of a commonly known societal event that is associated with said predetermined time; and
        randomly selecting one of a plurality of outcomes of said gaming machine in response to a wager amount.

47. The method of claim 46, wherein said step of monitoring real time includes monitoring a clock that is external to a processor in said gaming machine.

48. The method of claim 46, wherein said step of monitoring real time includes monitoring a clock that is internal to a processor in said gaming machine.

49. (Amended) The method of claim 46, wherein both of said steps of displaying include the step of downloading data corresponding to said modified game artwork from a memory device.

50. The method of claim 49, wherein said steps of downloading include accessing a memory device that is external to said gaming machine.

51. The method of claim 49, wherein said steps of downloading include accessing a memory device that is internal to said gaming machine.

52. The method of claim 46, wherein said commonly known societal event is a holiday.

53. The method of claim 46, wherein said commonly known societal event is selected from a group consisting of Valentine's Day, St. Patrick's Day, Mardi Gras, Easter, the 4th of July, Halloween, Thanksgiving, Christmas, New Year's Eve, and New Year's Day.

54. (Amended) The method of claim 46, wherein said modified game artwork includes visual elements that are selectable by said player so as to result in one of a plurality of random outcomes.

55. (Amended) The method of claim 46, wherein said modified game artwork includes visual elements that are non-selectable by said player.

94.   A method of operating a gaming machine, comprising:

displaying thematic game artwork for a wagering game on a video display;

monitoring real time;

automatically altering the thematic game artwork primarily in response to the real time
    being a predetermined time;

receiving a wager; and

randomly selecting at least one of a plurality of possible game outcomes.

95.   The method of claim 94, wherein the game artwork has a first theme and the altered game
artwork has a second theme different from the first theme.

96.   The method of claim 95, wherein the second theme is indicative of a commonly known
societal event that is associated with said predetermined time.

97.   The method of claim 95, wherein the step of monitoring real time is performed by a
control system internal to the gaming machine.

98.   A gaming machine for conducting a wagering game, comprising:

a control system for randomly selecting one of a plurality of possible game outcomes in
    response to a wager amount, the control system being internal to the gaming
    machine and monitoring time signals;

a video display for displaying thematic game artwork; and

a memory coupled to the control system and storing a plurality of data sets for producing
    respective types of the thematic game artwork, the types of the thematic game
    artwork having different themes, the control system selecting one of the data sets
    primarily in response to the control system monitoring a time signal
    corresponding to a predetermined time.